

AMENDMENTS TO THE CLAIMS

CLAIM AMENDMENTS

Please amend claims 1 and 6 as follows:

1. -- (Currently Amended) A game apparatus for play by at least two players,
comprising:
 - (a) a plurality of manually placeable game pieces;
 - (b) a gaming surface comprising at least four slideably mounted, apertured slats, each having at least four apertures thereupon for receiving one or more of the game pieces[;], said gaming surface providing three modes of play: a first mode wherein no gaming pieces are placed on the board at game commencement, a second mode wherein game pieces are added at the option of the players during play, and a third, game over mode wherein one of at least two players' game pieces are configured on said apertured slats in a predetermined arrangement, and wherein said gaming surface is structured such that it lacks home positions in any of said modes for placement of said pieces; and
 - (c) a base assembly for slideably mounting said slats, such that said slats can be moved, and said game pieces placed in said apertures, at the option of each of said at least two players, in serial, turned order[,] ~~wherein said base assembly does not contain home positions at opposite ends of the board.~~

- - 6. (Currently Amended) A method of playing a game by at least two players on a game apparatus having a game surface comprised of a plurality of apertured slats, slideably mounted in a base assembly such that each of said slats can be moved in a bidirectional, linearly displaceable, sequential, stopwise manner that reassembles the appearance of the game surface, comprising:

- (a) selecting a color specific to each of the players;
- (b) wherein each of said players, in serial, turned order, selects a move selected from one of two possible moves, said two possible moves comprising:
 - (1) placing a game piece in one of said apertures on one of said slats;
and
 - (2) sliding one of said slatted portions linearly in one of the two bidirectional manners, to the next, sequential stop;
- (c) repeating step (b) until one of the players has placed a predetermined number of game pieces in a predetermined arrangement, rather than merely moving playing pieces from one side of the board to the other, and wherein the game commences with no game pieces on said game surface, the game surface lacks a home area for commencement and completion of the game, and the object of the game is to arrange said game pieces in a predetermined arrangement that lacks a home area for completion of the game.

CLAIM TEXT IN CLEAN VERSION

1. A game apparatus for play by at least two players, comprising:
 - i. a plurality of manually placeable game pieces;
 - ii. a gaming surface comprising at least four slideably mounted, apertured slats, each having at least four apertures thereupon for receiving one or more of the game pieces, said gaming surface providing three modes of play: a first mode wherein no gaming pieces are placed on the board at game commencement, a second mode wherein game pieces are added at the option of the players during play, and a third, game over mode wherein one of at least two players' game pieces are configured on said apertured slats in a predetermined arrangement, and wherein said gaming surface is structured such that it lacks home positions in any of said modes for placement of said pieces; and
 - iii. a base assembly for slideably mounting said slats, such that said slats can be moved, and said game pieces placed in said apertures, at the option of each of said at least two players, in serial, turned order.
2. The game apparatus of claim 1, wherein said plurality of game pieces are grouped into two groups distinguished by each group possessing a different color.
3. The game apparatus of claim 1, wherein said slats number in total the same number as said apertures.

4. The game apparatus of claim 3, wherein said number is four.
5. The game apparatus of claim 3, wherein said number is eight.
6. A method of playing a game by at least two players on a game apparatus having a game surface comprised of a plurality of apertured slats, slideably mounted in a base assembly such that each of said slats can be moved in a bidirectional, linearly displaceable, sequential, stopwise manner that reassembles the appearance of the game surface, comprising:
 - i. selecting a color specific to each of the players;
 - ii. wherein each of said players, in serial, turned order, selects a move selected from one of two possible moves, said two possible moves comprising:
 - (1) placing a game piece in one of said apertures on one of said slats;
and
 - (2) sliding any one of said slatted portions linearly in one of the two bidirectional manners, to the next, sequential stop;
 - iii. repeating step (b) until one of the players has placed a predetermined number of game pieces in a predetermined arrangement, rather than merely moving game pieces from one side of the game surface to the other, and wherein the game commences with no game pieces on said game surface, the game surface lacks a home area for commencement and completion of

the game, and the object of the game is to arrange said game pieces in a predetermined arrangement that lacks a home area for completion of the game.

7. The method of claim 6, wherein the number of slats and number of apertures are the same.
8. The method of claim 7, wherein, the number is four.
9. The method of claim 7, wherein the number is eight.
10. The method of claim 6, wherein the arrangement is linear.
11. The method of claim 7, wherein the arrangement is linear, and the linear number equals the number.
12. The method of claim 6, wherein the arrangement is a diamond.
13. The method of claim 6, wherein the apparatus is virtual, presented in a computer-assisted manner, and the method is practiced by entering data via a controller.